Fig 1

a client determines a name at a file associated with a target application 202

the client process initiates a connection to the server using the information contained in the file 206

the client process determines whether the connection is successful 208

No → the client process aborts the attempt to connect to the target application 204

NO

The client process communicates with the target application using the established connection 210
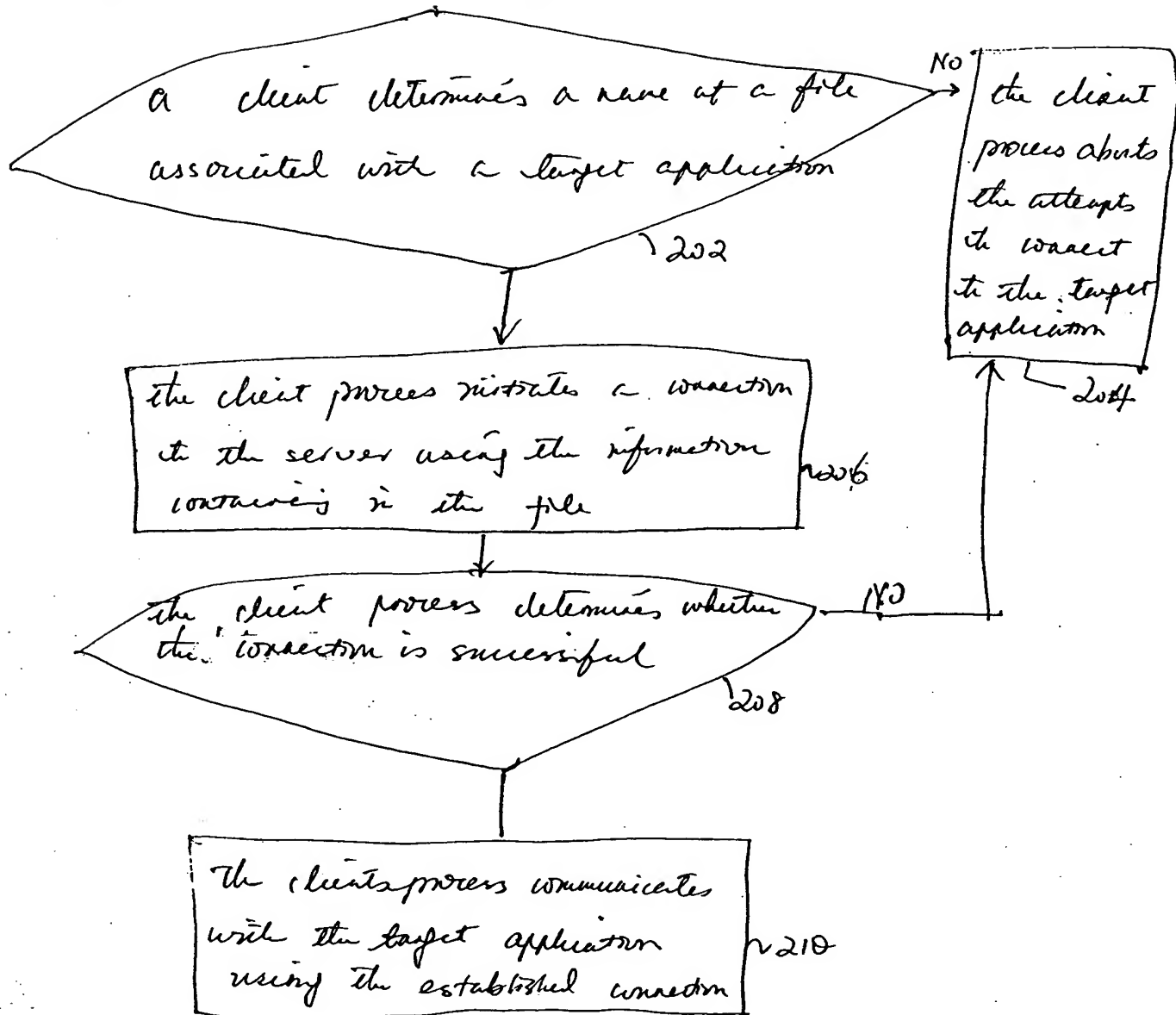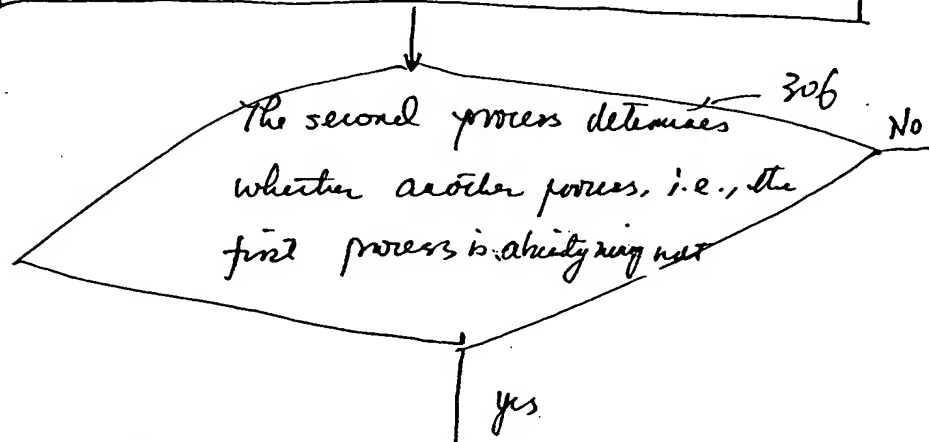
FIG 2

a first process of the application program is started and the rendezvous file is created — 302

↓

a second process of the same application program is started — 304

↓

The second process determines whether another process, i.e., the first process is already running — 306

No → the second process of the application creates the rendezvous file and stores the rendezvous info in the rendezvous file — 312

yes ↓

The second process requests the first process to perform the task of the second process using the communication channel. — 308

↓

The second process automatically exits — 310

FIG. 3

The clients found the server using a file in the _____ preference directory — 402

determine rendezvous information is present in the server — 404

No

Yes

The server reads the rendezvous information and then tries to establish a connection to the port number — 406

A successful connection? — 408

No

Yes

Client starts the server — 412

Client waits for the server to initialized — 414

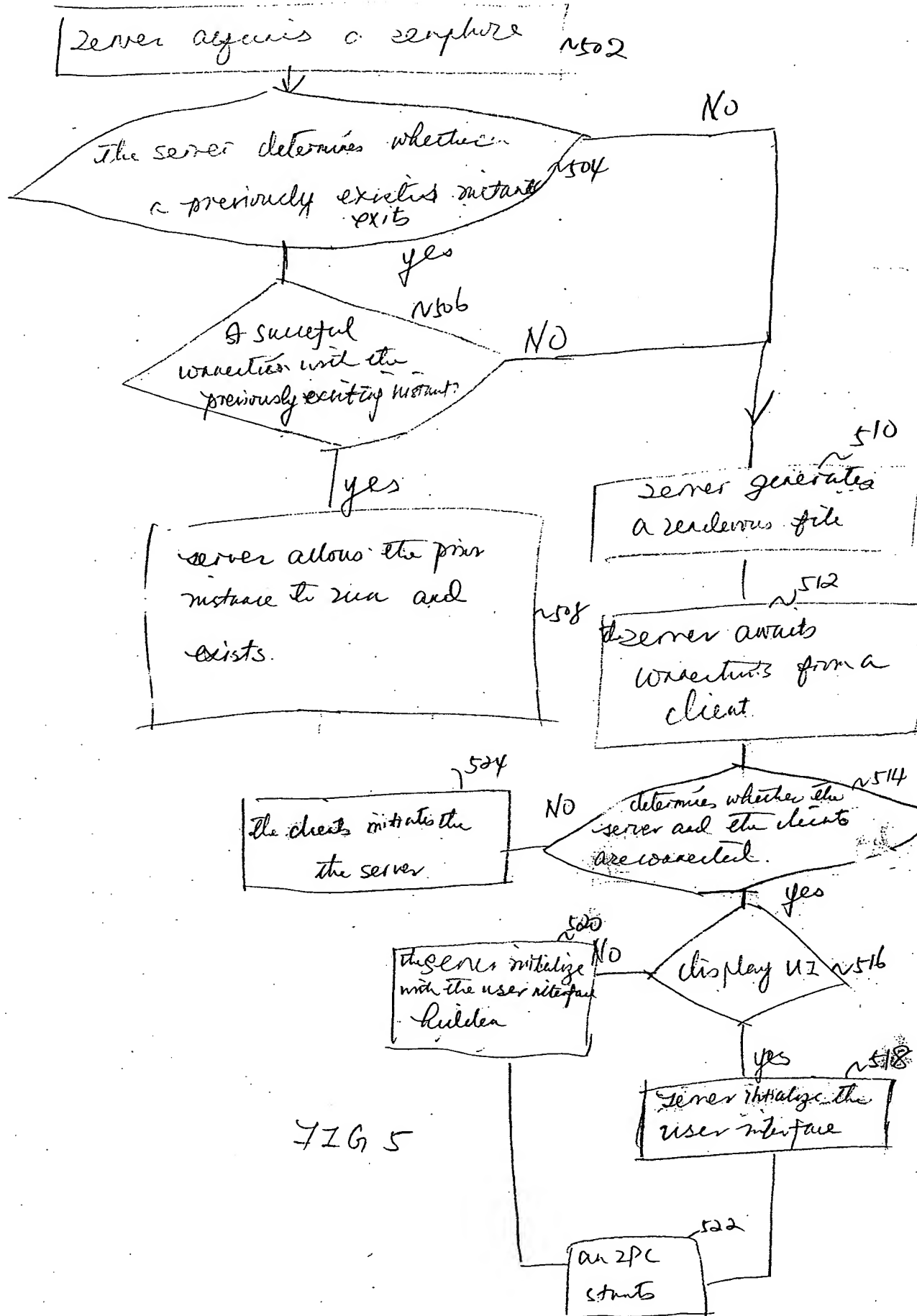2nd Attempt successful — 416

No

Return Null to caller — 418

The clients and the server open a communication channel — 410

clients communicate with server — 412

Fig 4

Server acquires a semaphore ~502

The server determines whether a previously existes mutant exits ~504

NO

yes

~506

A successful connection with the previously existing mutant

NO

yes

server allows the prior instance to run and exists. ~508

server generates a rendezvous file ~510

server awaits connections from a client ~512

The clients initiates the server ~524

NO

determines whether the server and the clients are connected. ~514

yes

the server initialize with the user interface builder ~520

NO

display UI ~516

yes

server initialize the user interface ~518

an 2PC starts ~522

FIG 5